

Figure 1: Player/Game Architecture

Figure 2: Player/Host Casino Middleware Architecture

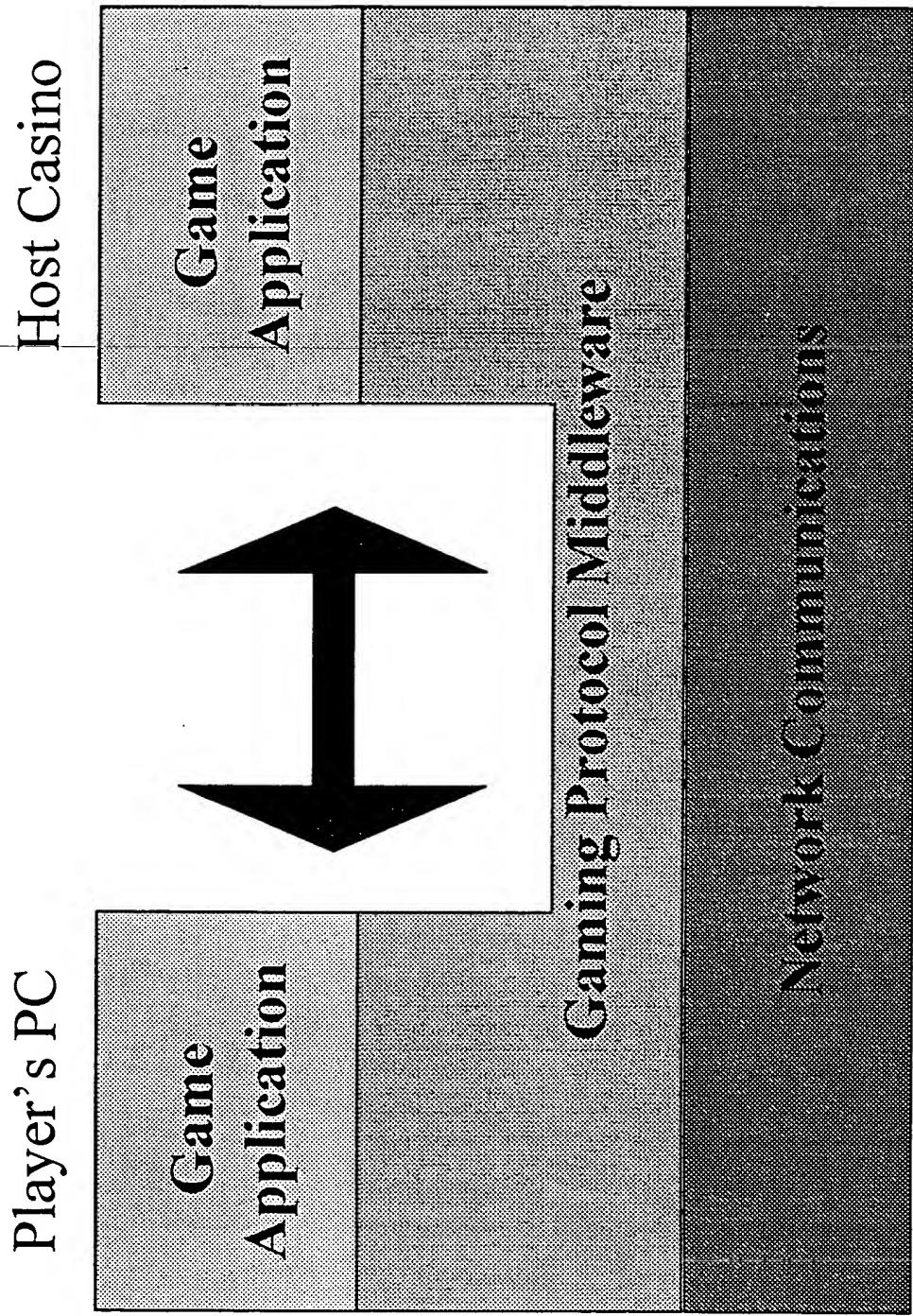


Figure 3: Generic Physical Architecture

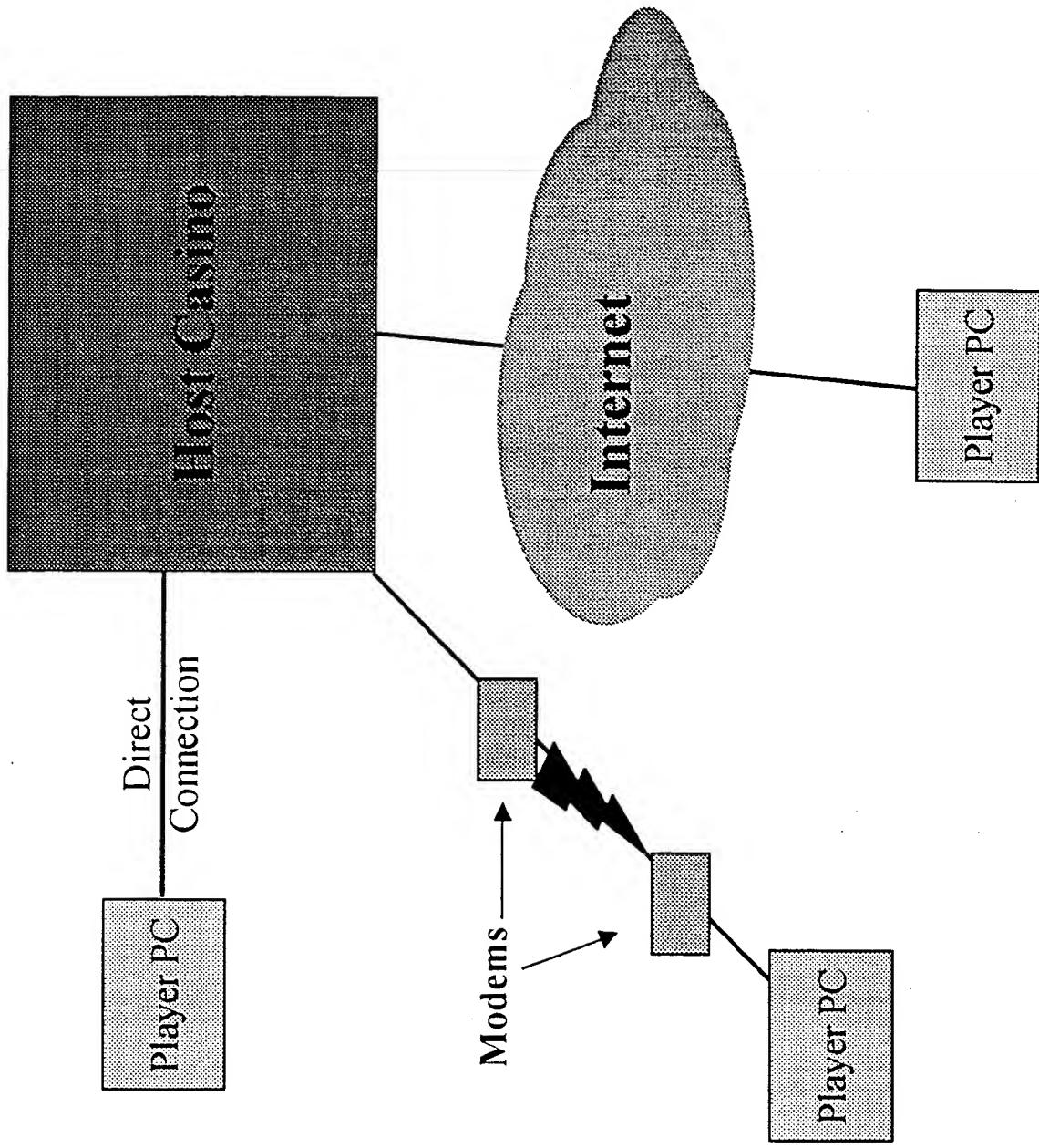


Figure 4: Host Casino Functional Architecture

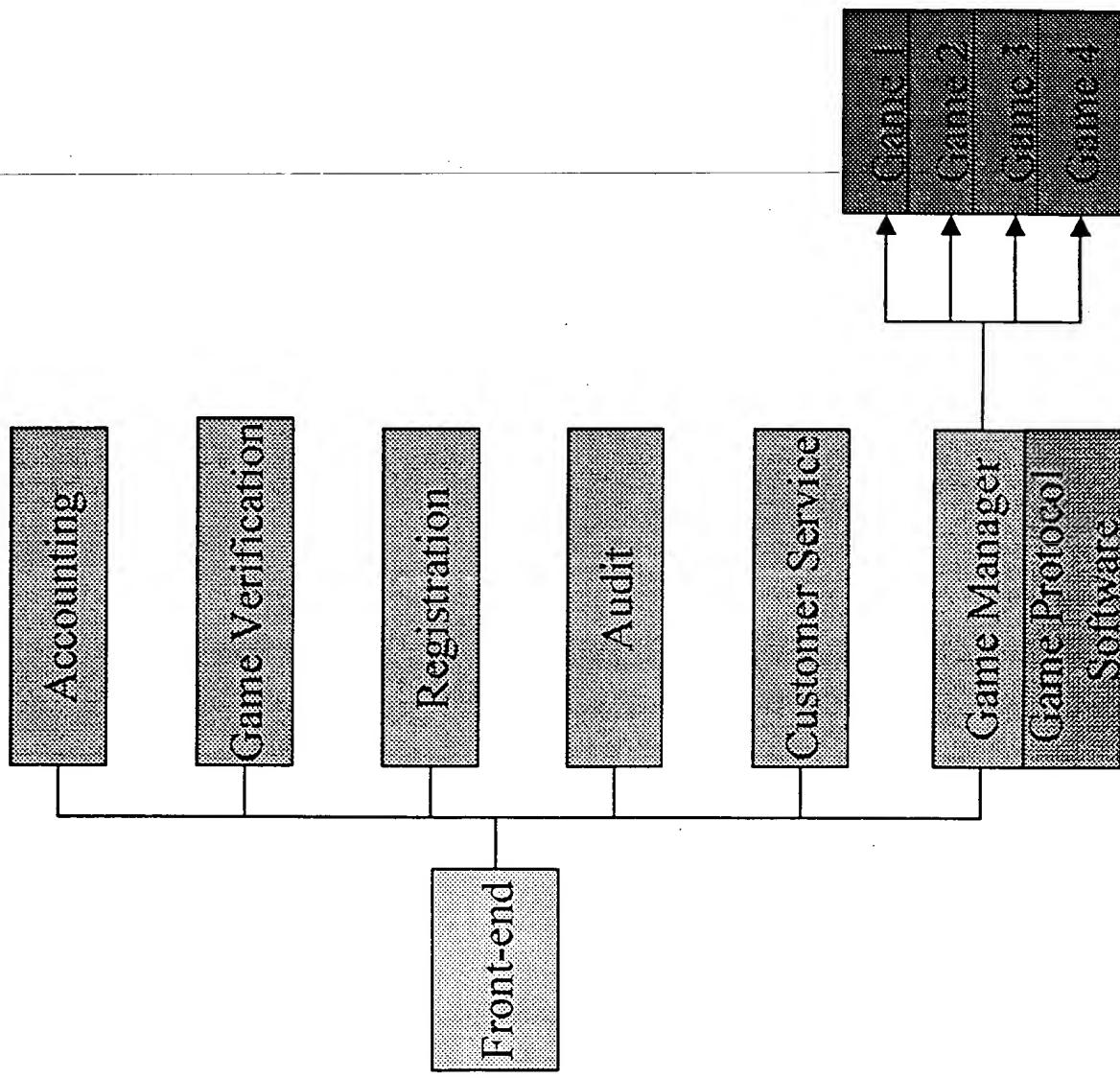


Figure 5: Host Casino Physical Architecture

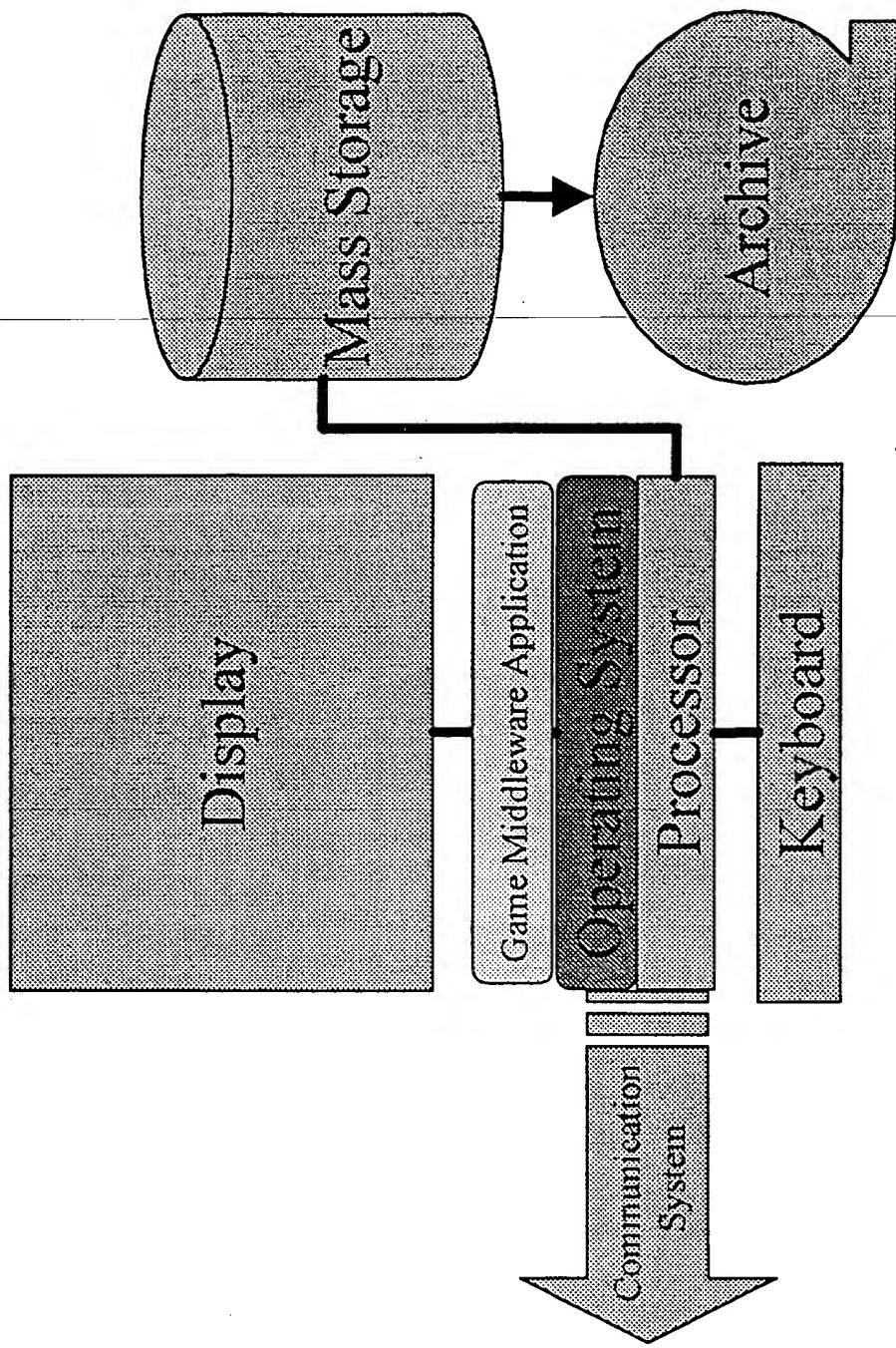


Figure 6: Player System Functional Architecture

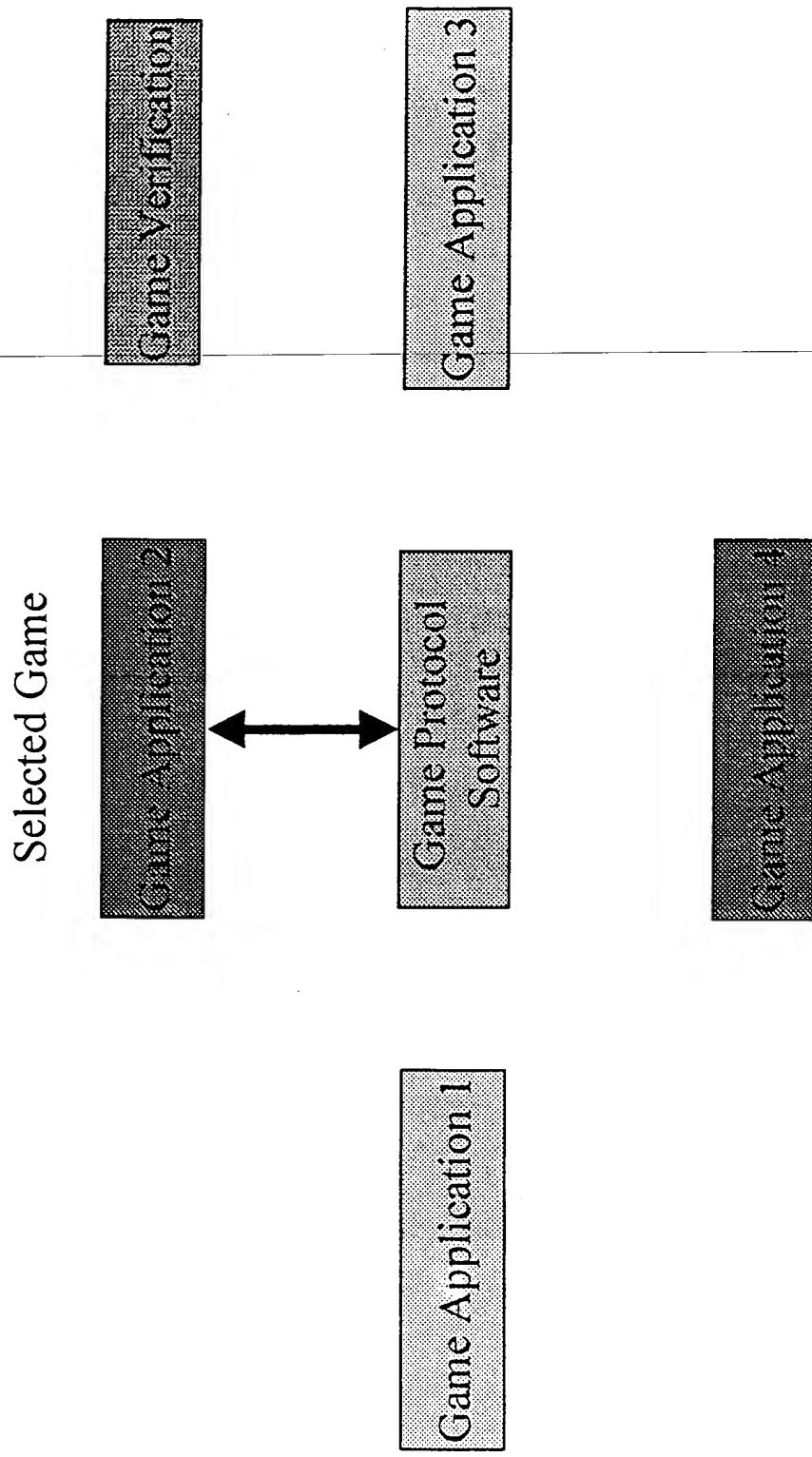


Figure 7: Player System Physical Architecture

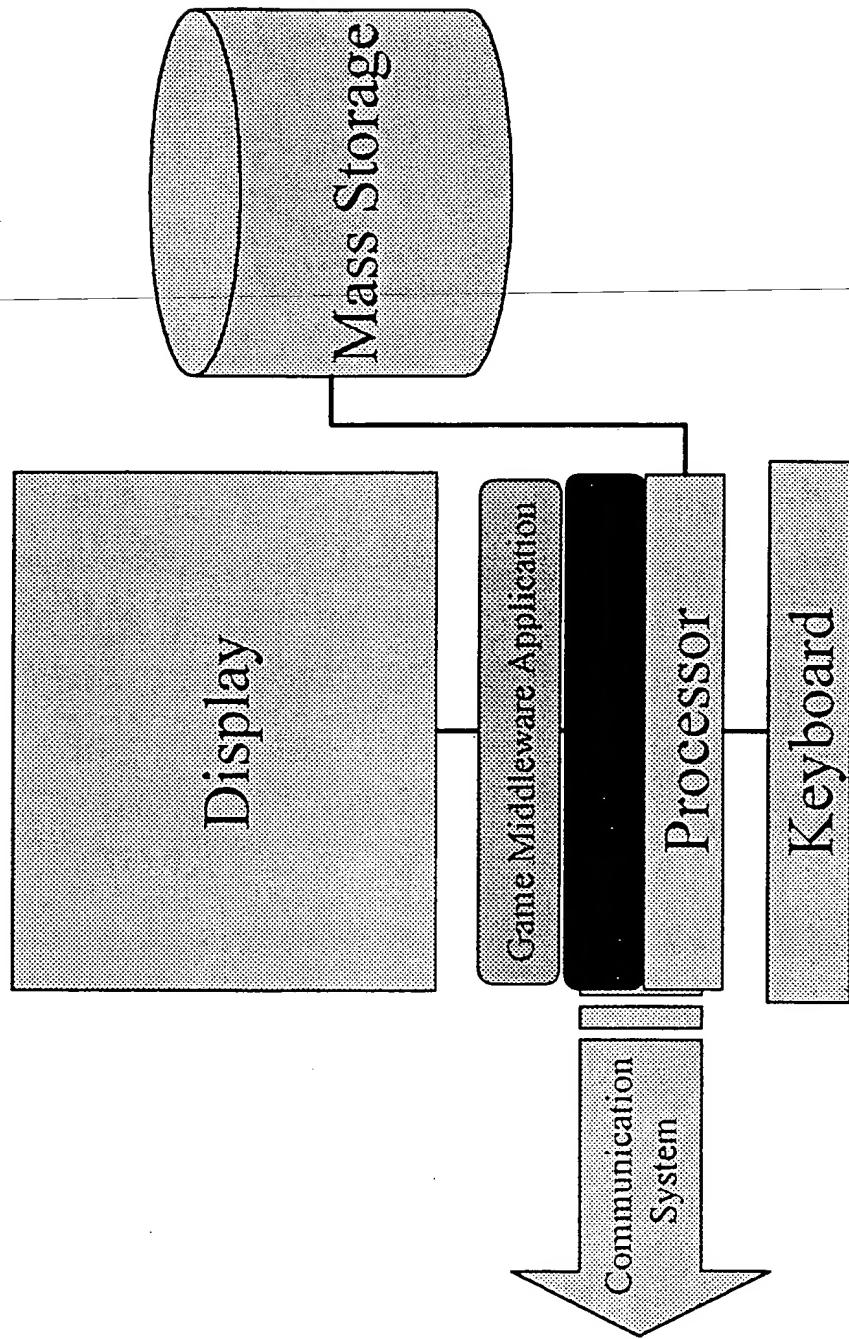


Figure 8: Top-Level Process Relationships

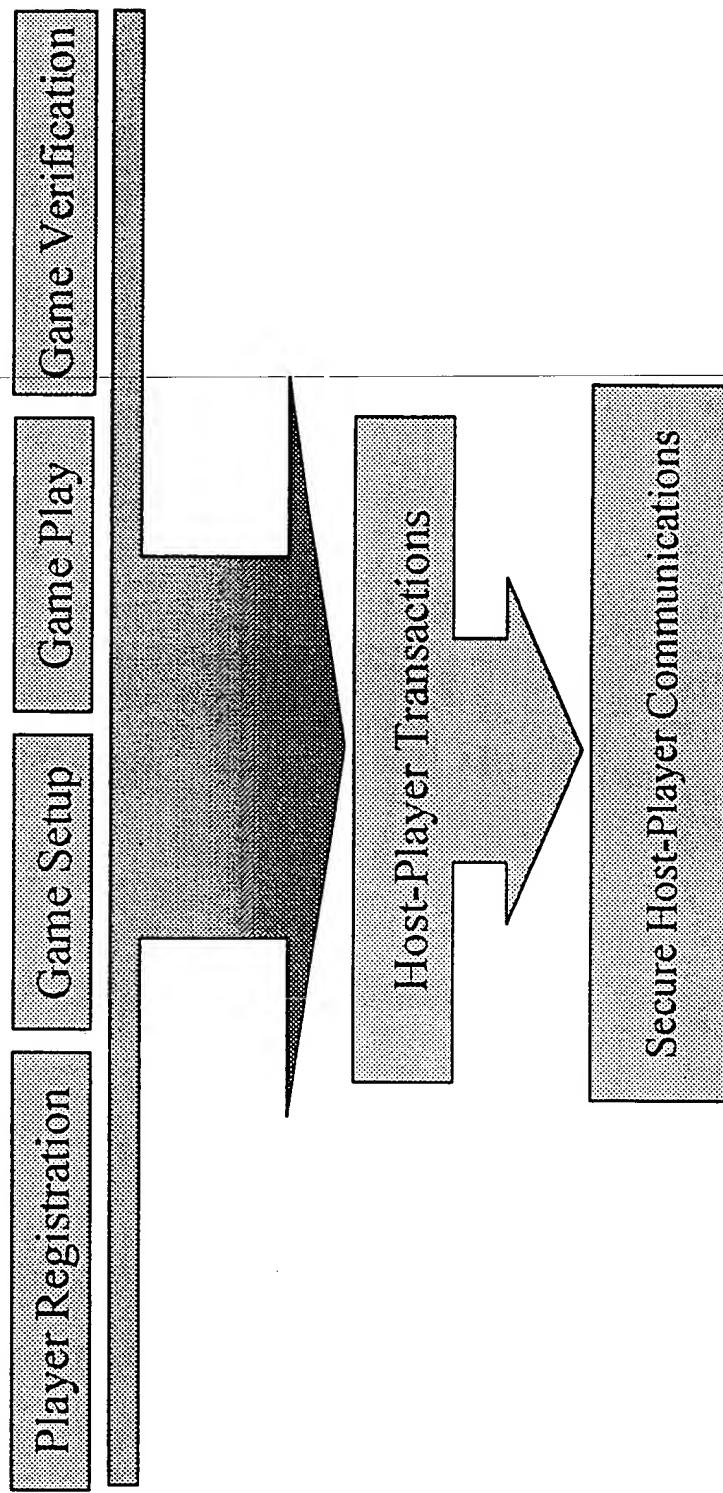


Figure 9: Top-Level Process Relationships

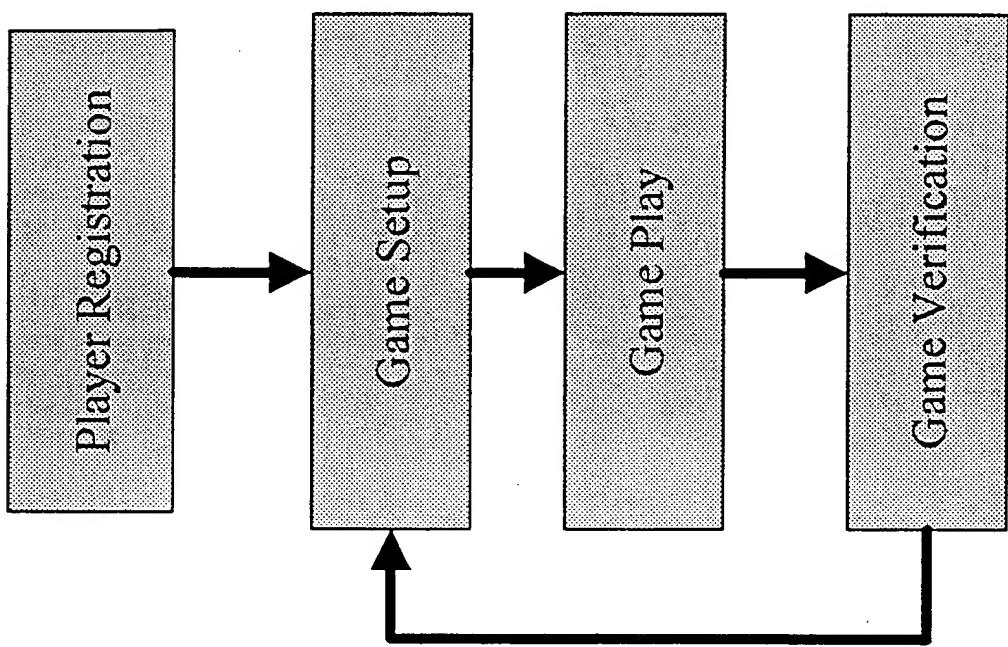
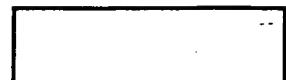


Figure 10: Key



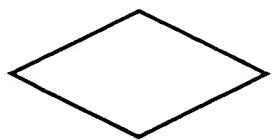
Process Step within a component



Communication from the Player to Host (Registration and Game Processes) or from Sender to Receiver (Transaction and Communication Processes). In the Registration and Game Processes, these steps use the Transaction Process. In the Transaction Process, these steps use the Communication Process.



Communication from the Host to Player (Registration and Game Processes) or from Receiver to Sender (Transaction and Communication Processes). In the Registration and Game Processes, these steps use the Transaction Process. In the Transaction Process, these steps use the Communication Process.



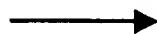
Decision Step



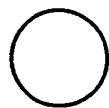
Storage Step



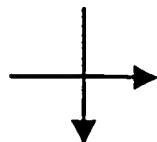
Terminator Step



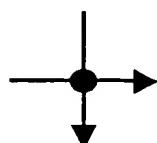
Link between Process Steps



Mapping to Remote Step



Non-joined Links



Joined Links

Figure 11: Player Registration Flow-Chart

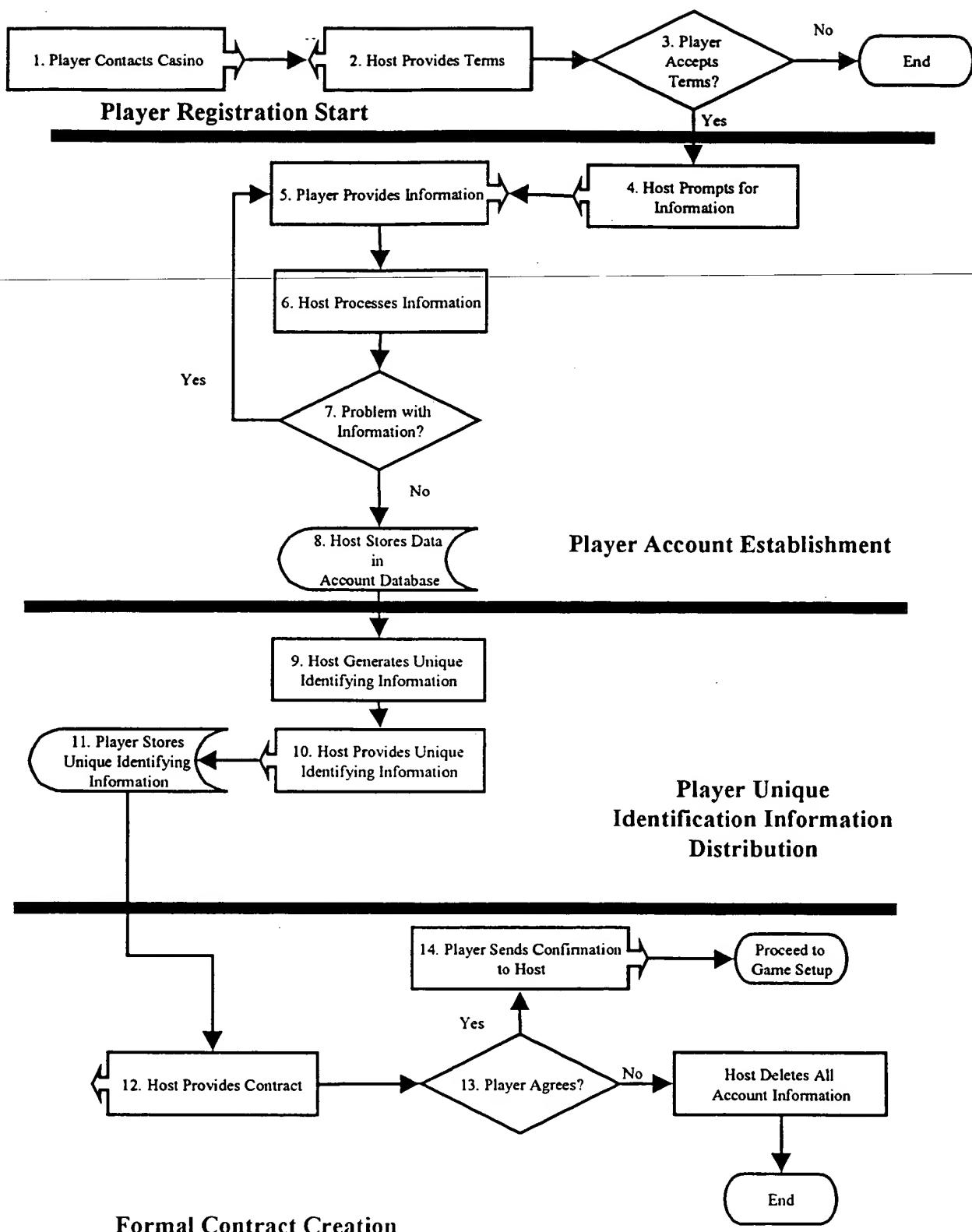


Figure 12: Game Setup Flow-Chart

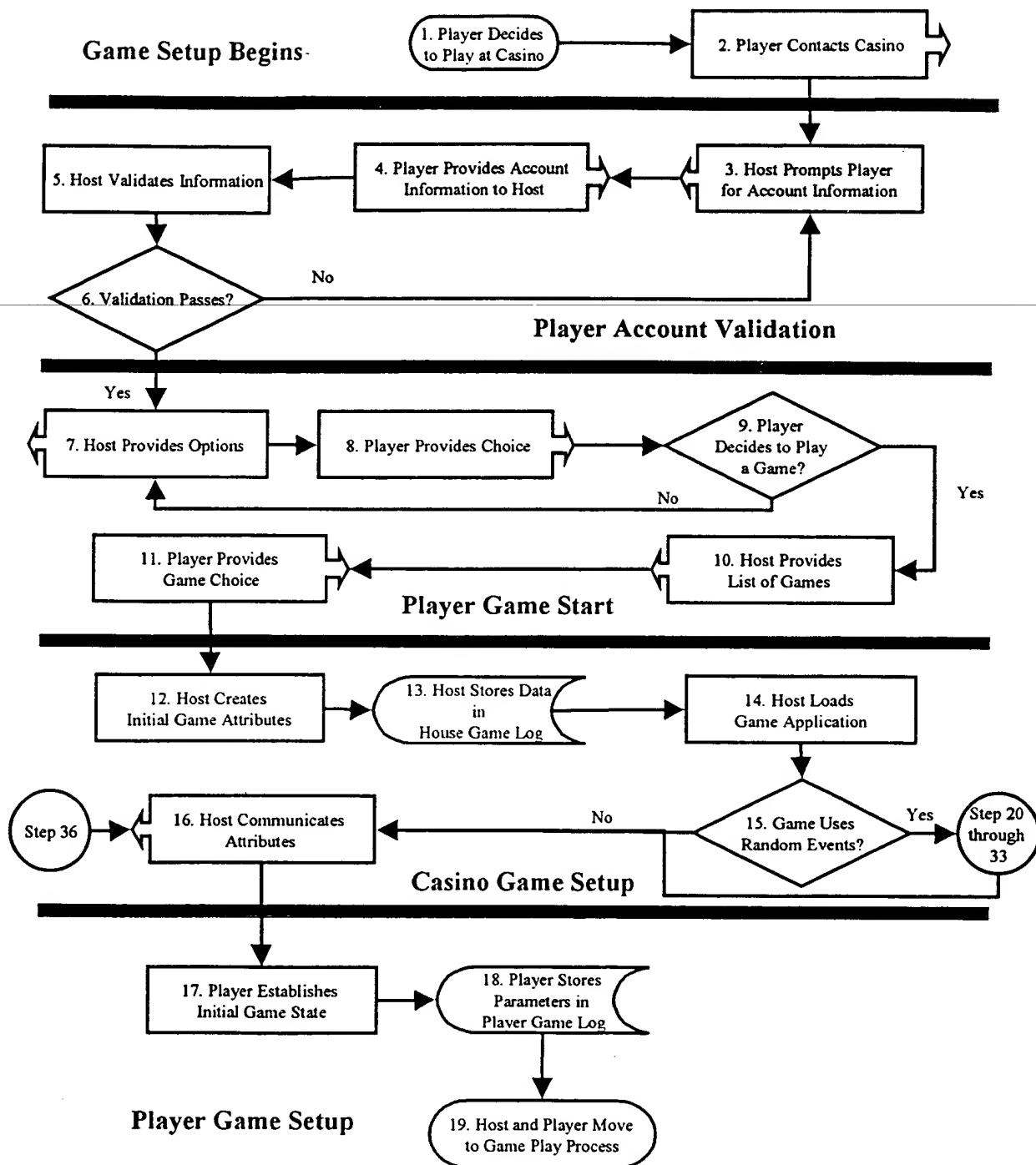
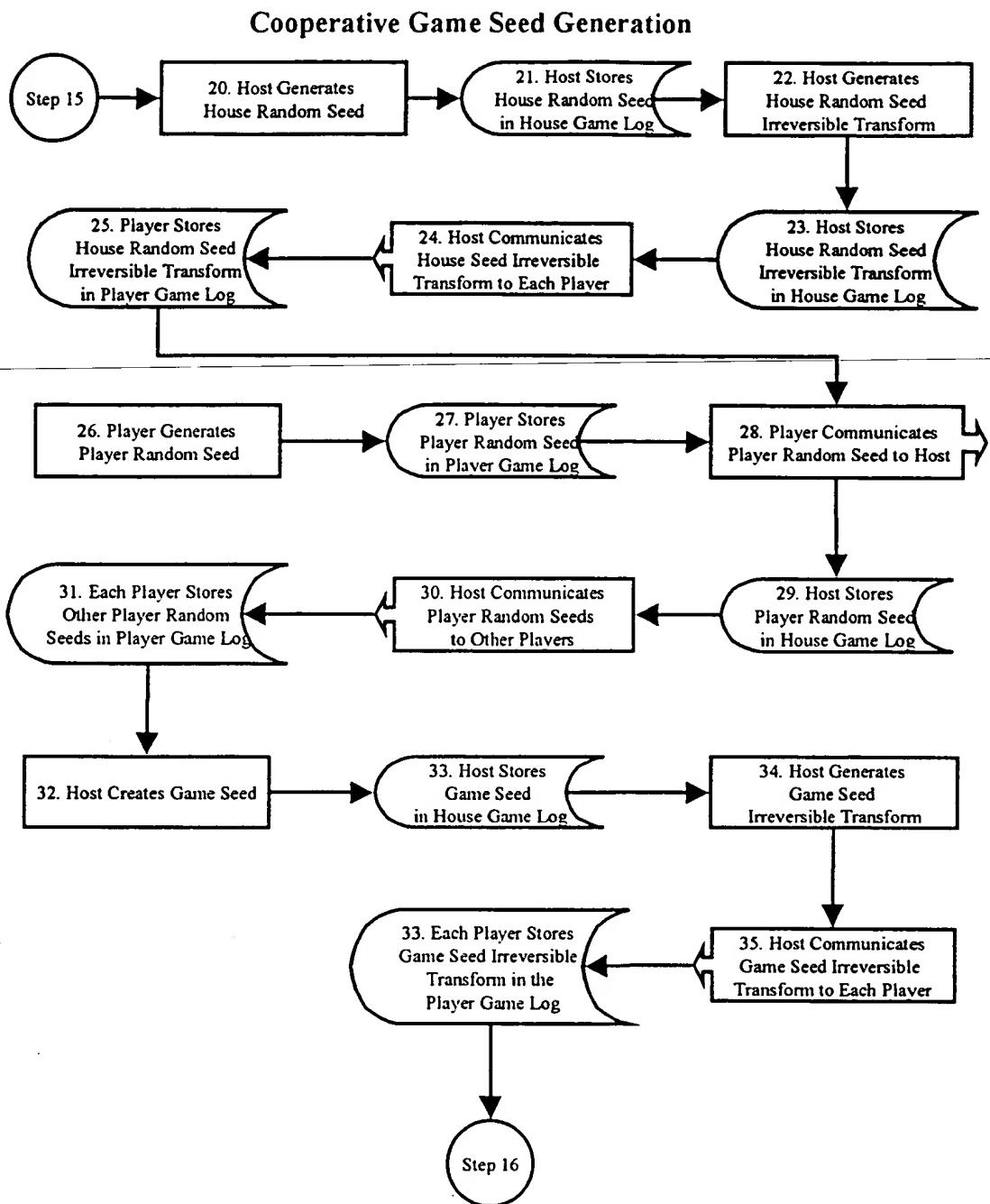


Figure 12: Game Setup Flow-Chart (cont'd)



37. Exception Processing

**Exception Handling**

Figure 13: Game Play Flow-Chart

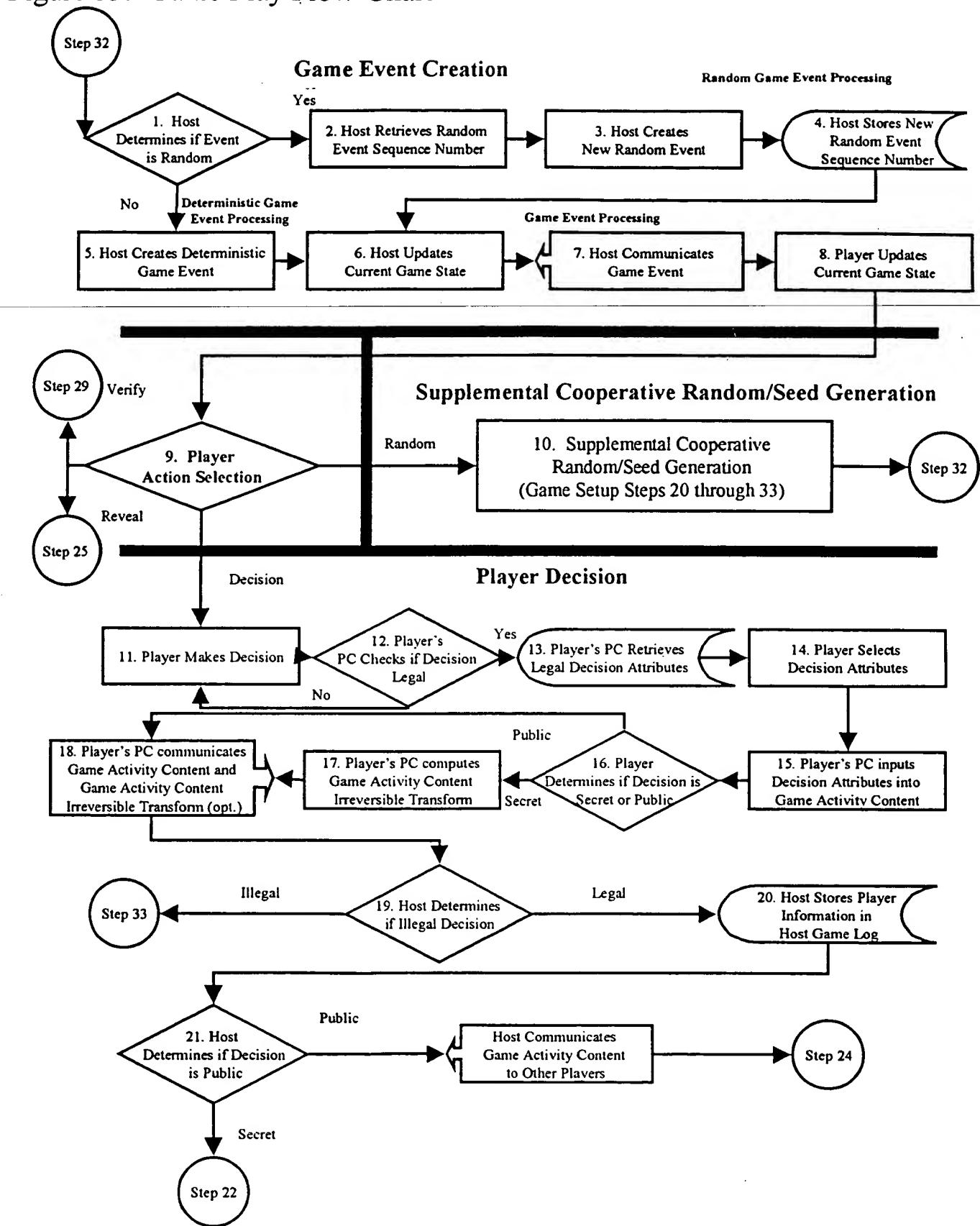


Figure 13: Game Play Flow-Chart (cont'd)

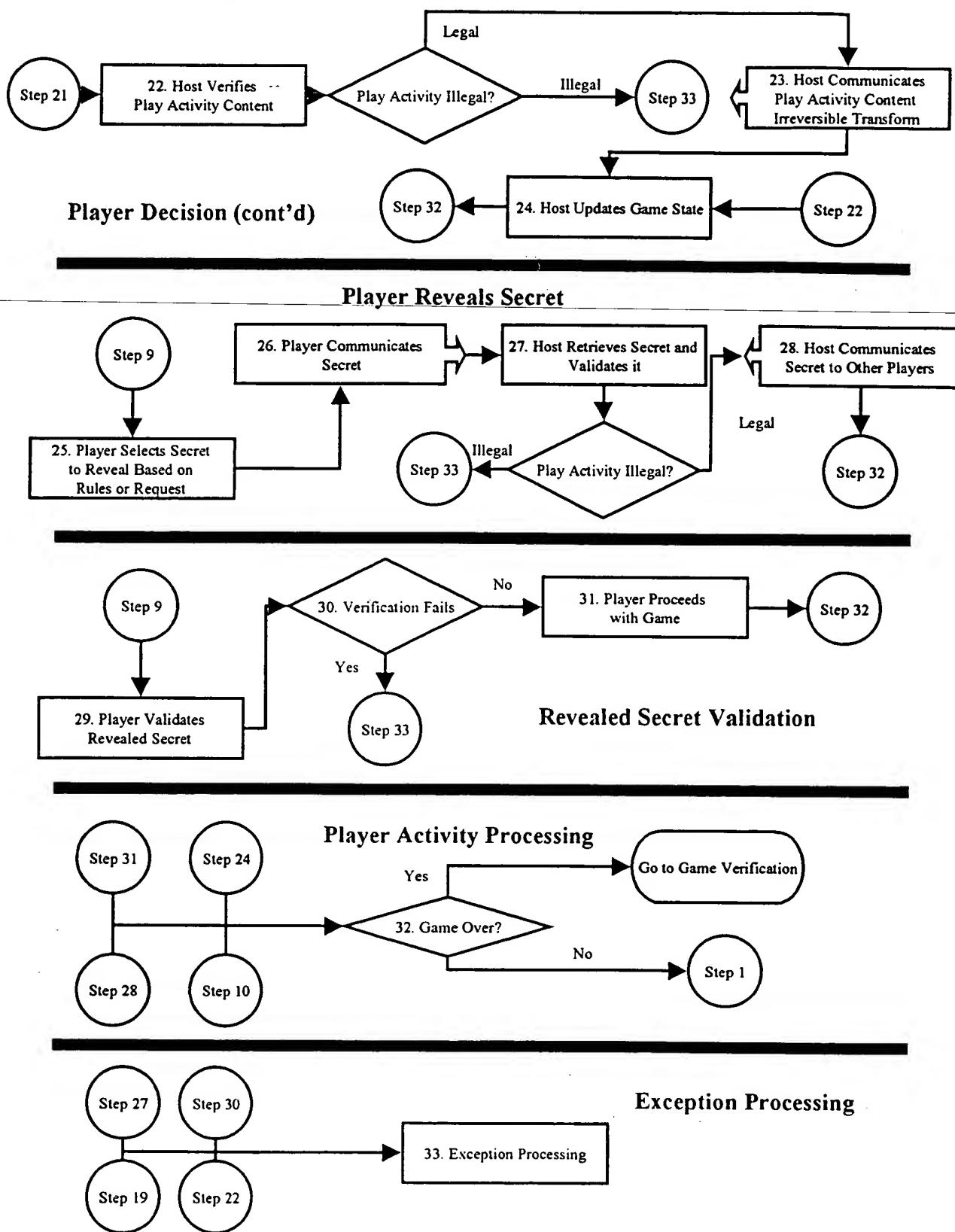


Figure 14: Game Verification Flow-Chart

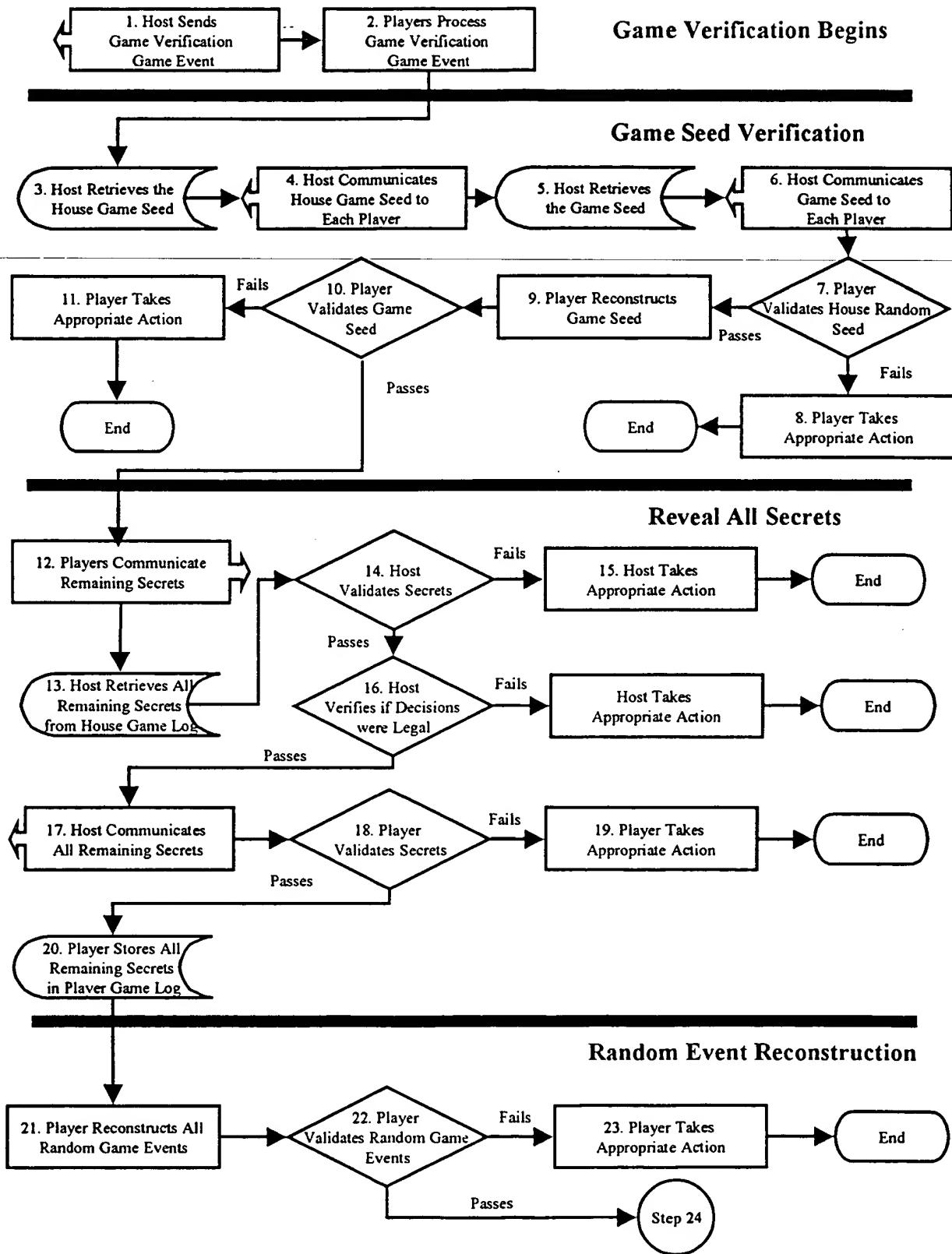


Figure 14: Game Verification Flow-Chart (cont'd)

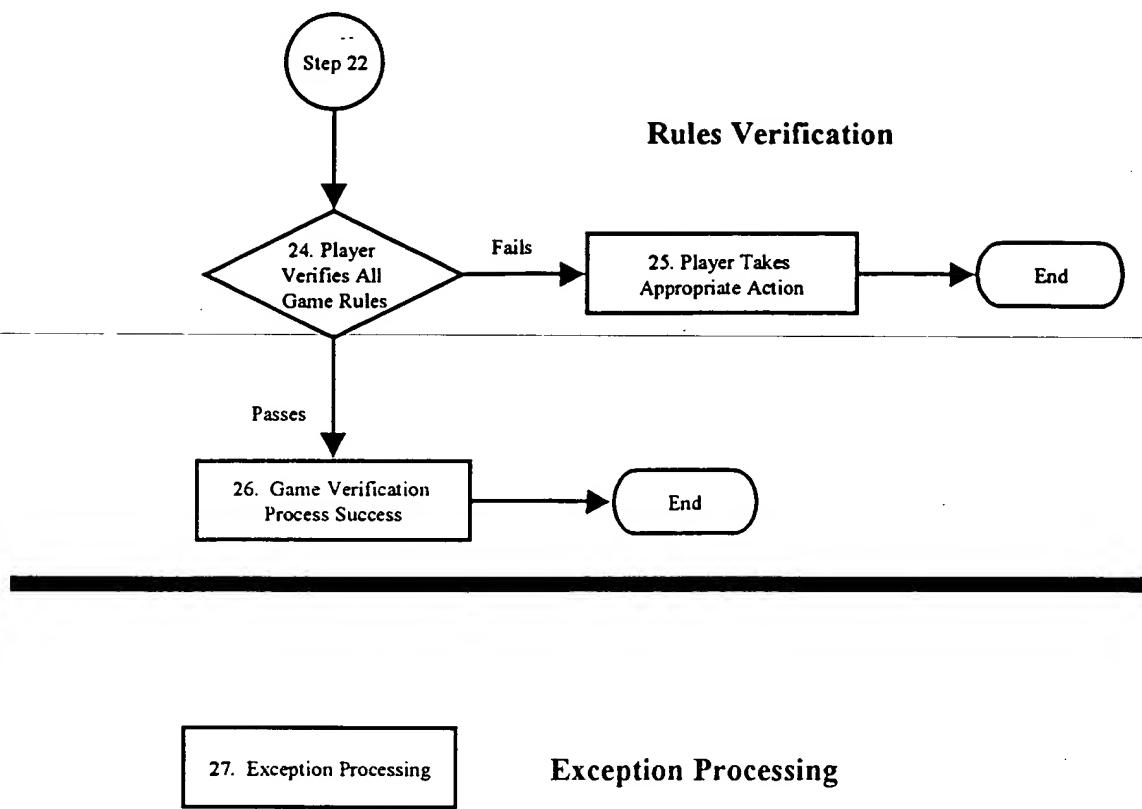


Figure 15: Host-Player Transaction Flow-Chart

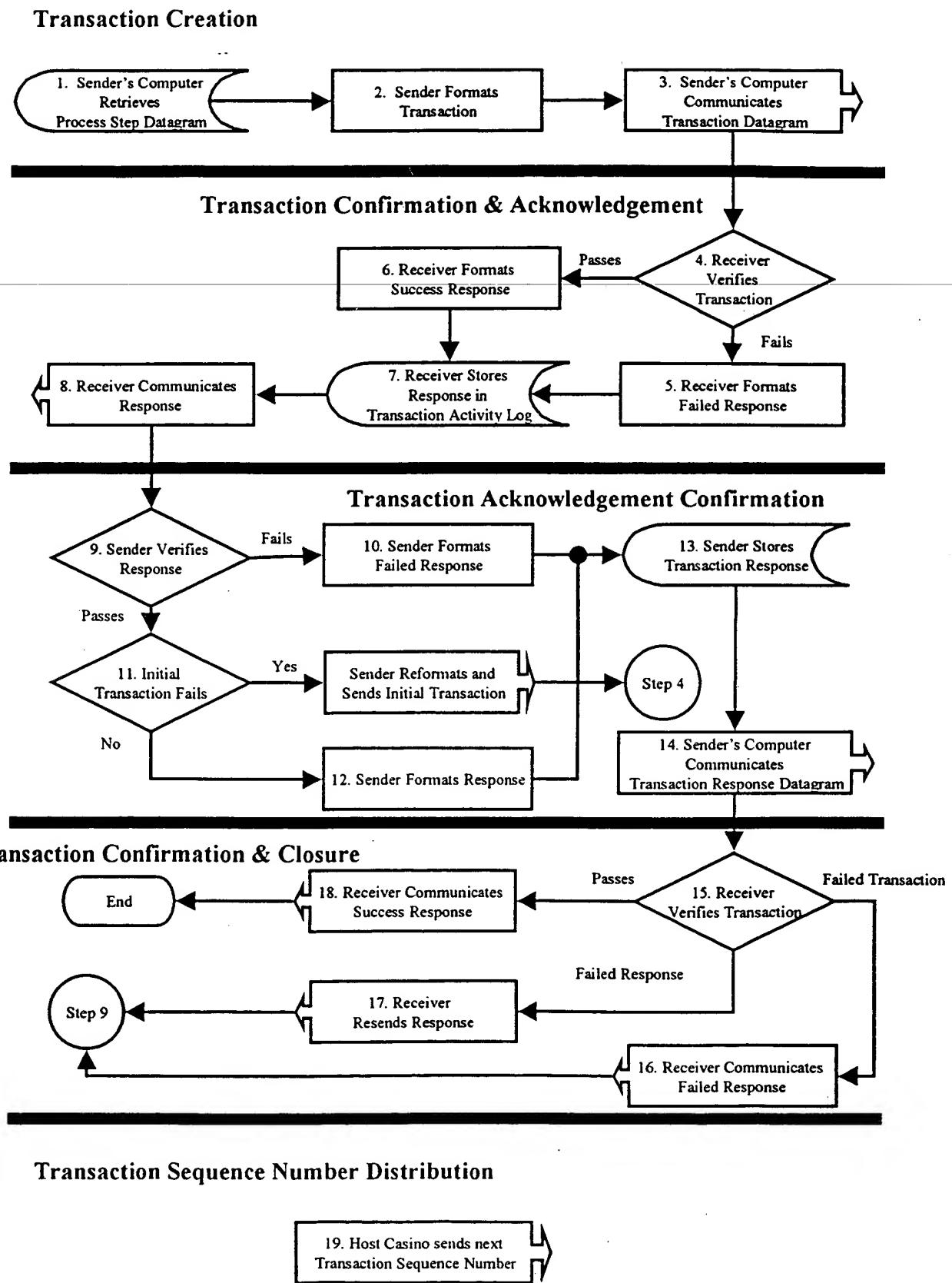
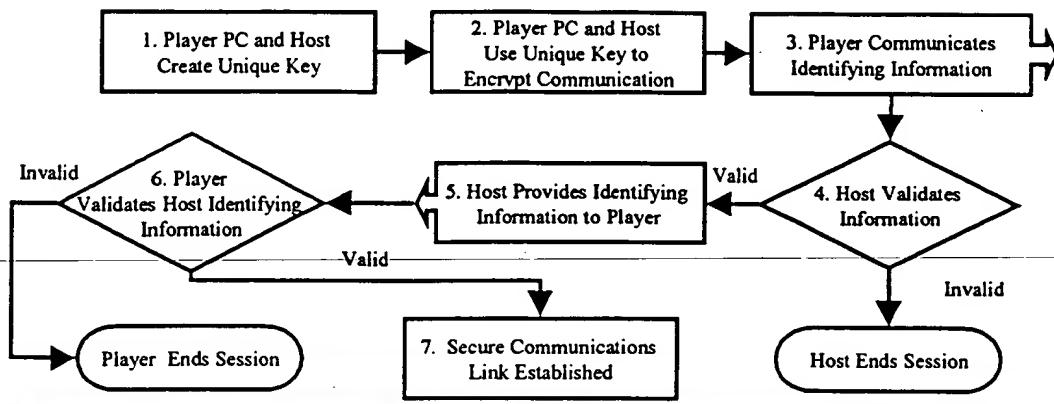
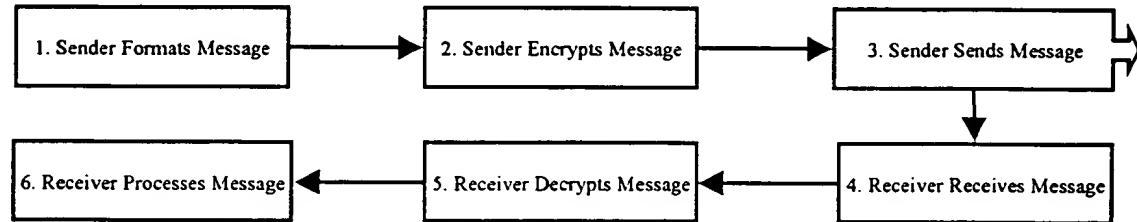


Figure 16: Secure Host-Player Communication Flow-Chart

**At beginning of Session at the Casino**



**For Each Communication Between Player and Host Casino**



**Exception Processing**



Figure 17. Protocols and Packets

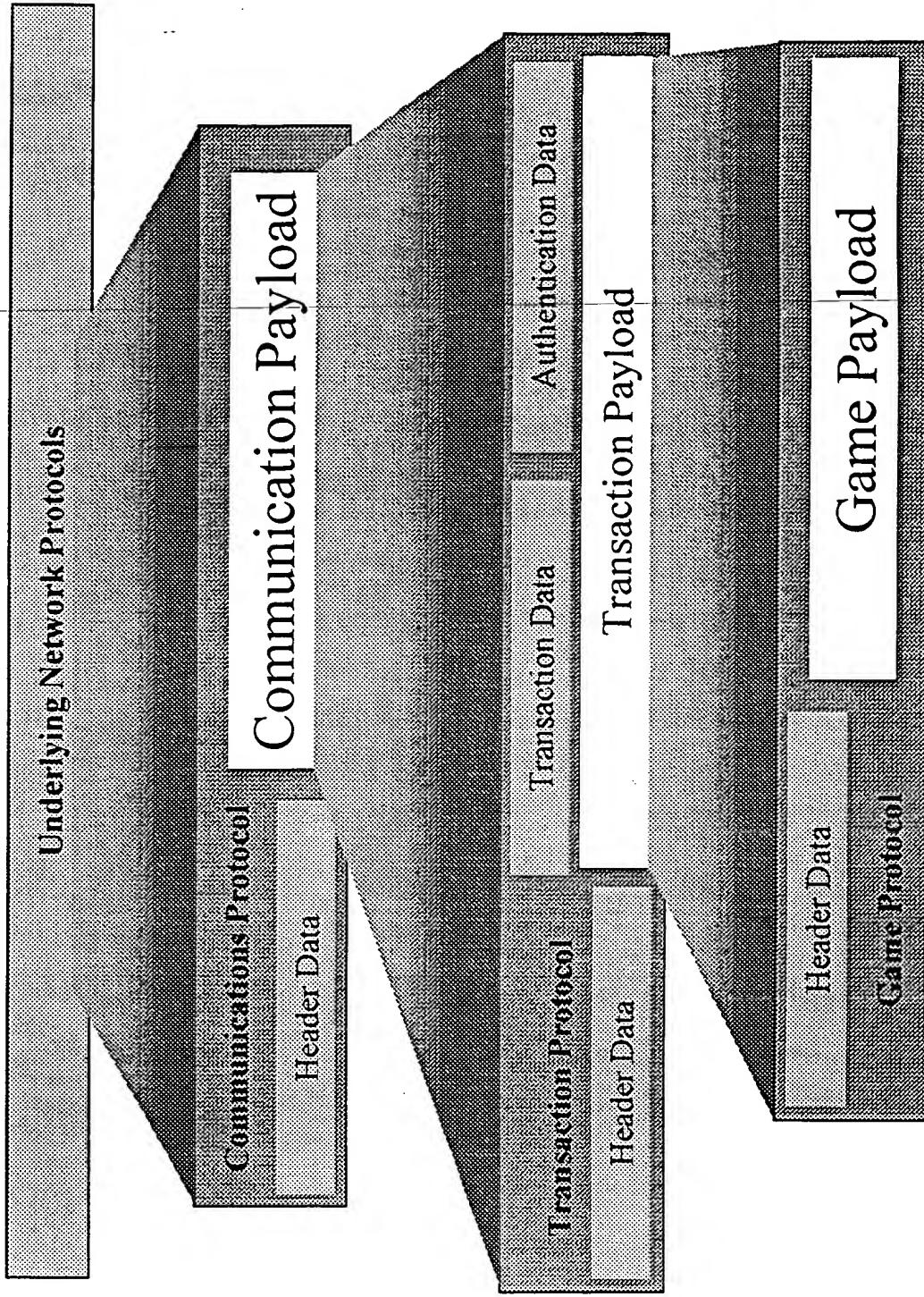


Figure 18. Generic Game Architecture

